NES-MM-USA

TM

FCI

Please read this instruction booklet to ensure proper handling of your new game; then save the booklet for future reference.

Precautions

1. This is a high precision game. It should not be played or stored in places that are very hot or cold. Never hit it or drop it.
2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

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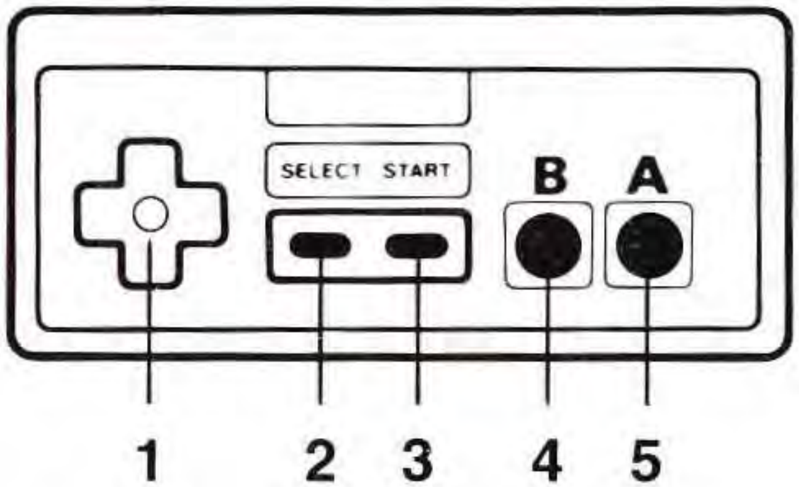
MagMax Story

A highly civilized group of aliens has conquered the earth and put the human beings under the contol of the Computer Babylon which has begun to kill the human beings. In order to stop the aliens, the people developed a transformable mechanical robot named MagMax. They also chose a brave man for their rescue. The brave man is about to depart to the ultimate battle with the aliens in order to save the human race.

MagMax is an action game fought with a transforming robot. The player can transform himself into a robot, increasing his power as he builds the robot to fight against more than 30 different enemies. Now get ready for the ultimate battle against the gigantic mechanical monster Babylon.

Name of Controller Parts and Operating Instructions

Use Controller 1 for 1 player games
Use Controller 2 for second player in 2 player games



1 CONTROL Pad
2 SELECT Button
3 START Button
4 B Button
5 A Button

CONTROL Pad: Move MagMax in eight different directions.
SELECT Button: Use this button on title screen to select 1 player or 2 player game.
START Button: Push this button to start the game. If you push it during the game, the game stops. If you push the button once more, the game starts again.
B and A Button: These buttons control the beam gun.

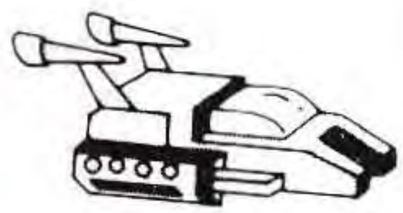
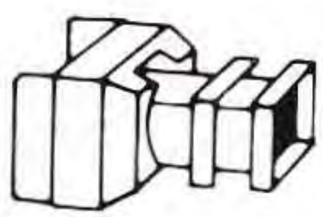
How to Play

You control MagMax, the player. MagMax begins as a body part, but as you assemble all four parts, the robot gains power and begins to attack his enemies with his beam gun. Guide MagMax through four locations: forest, desert, sea and automated city. With the Warp Hall, you can also move between the surface and underground. After you complete the battle in the desert and the automated city, you will have to confront Babylon, the gigantic mechanical robot.

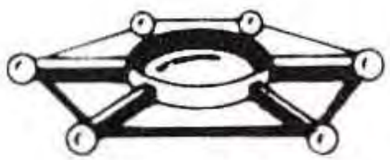
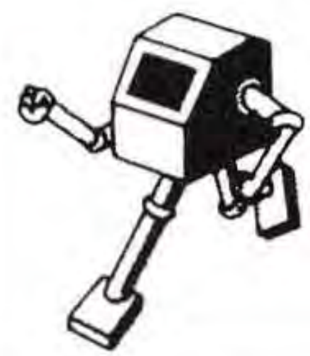
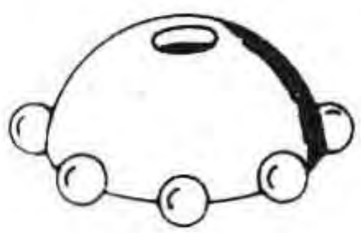
- Control MagMax with Button ✚.
  Attack the chasing enemies and other objects with energy beam by pushing Button A or B.
- Move up and down between the surface and underground through the Warp Hall.
- When you put MagMax's head and legs on, he becomes a robot. Each additional body part increases the number of bullets he can shoot.

When MagMax is touched by the enemy, enemy's bullet, and/or obstacles, one turn is over. However, when the player has already attached MagMax's parts and touches one of these objects, the parts will separate and explode, but MagMax will survive. When all MagMaxes explode, the game is over.

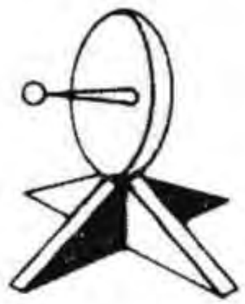
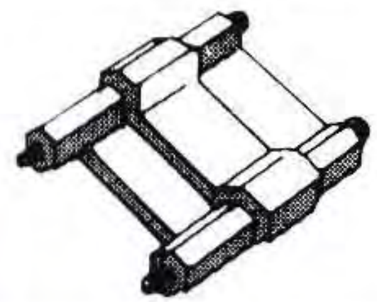
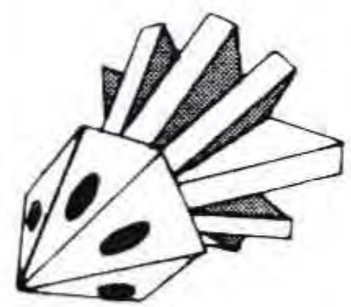
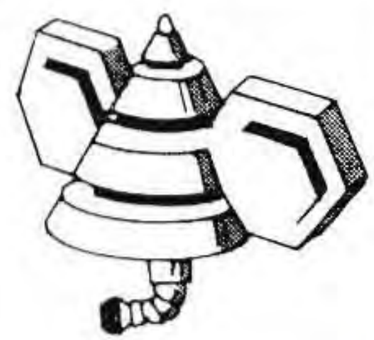
Characters

	1. **MagMax: Player**		5. **High-speed Airport: Machinery** It launches cannonballs after a short stop, then it changes its direction.
	2. **Head**		6. **Heavy Mobility Mechanism: Revolver** After moving ahead, it plunges itself into the player.
	3. **Legs**		7. **Motionless Obstacle: Pot** It is motionless and does not attack the player. You can destroy it with the wave beam gun.
	4. **Wave Beam Gun**		8. **Investigation Fortress: Rick** It is motionless and does not attack the player.

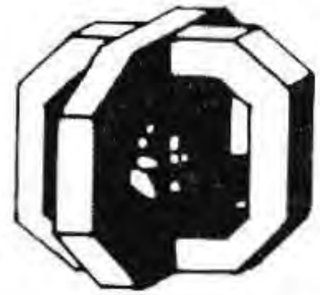
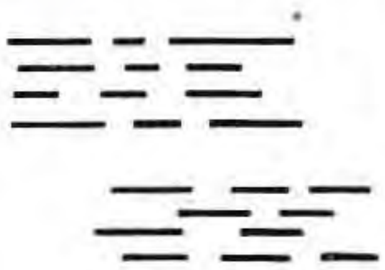
Characters

	9. **Missile Fortress: Gilburn** It is motionless. However, it launches missiles.		13. **Marine Investigation Base: Gippo** It is motionless, and does not attack. You can destroy it with the wave beam gun.
	10. **Flying Offensive Pot: Oja** It moves in behind the player.		14. **Mobile Cannon: Sathern** Floats up and down in the water. It also launches cannonballs.
	11. **Mobile Underground Fortress: Liser** It is motionless. It only moves vertically. When the player approaches it, it sinks down in the ground.		15. **Two-legged Walking Pot: Eaglam** It goes ahead and approaches the player.
	12. **High speed Marine Boat: Jetler** After drawing on S shape, it moves straight on.		16. **Investigation Mecha: Bigg** It draws an arc randomly as it approaches you.

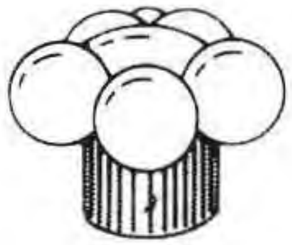
Characters

	17. **Floating Observation Radar: Balvara** It moves across the screen and launches shells		21. **Underground Submarine: Mangler** After stopping for a while, it moves around behind the player.
	18. **Winged Mobile Armor: Speeder** It attacks with the wave beam in one direction, while faking an attack in the other direction.		22. **Underground High-speed Boat: Challenger** It approaches the player while it draws arcs randomly.
	19. **Transformable Floating Body: Combatler** It plunges vertically right beside the player. It also approaches while it draws big and small arcs.		23. **Heavy mobile Mechanism: Dahl** It lunges toward the player after changing its direction.
	20. **Heavy Mobile Mechanism: Bazarmi** After moving ahead, it plunges into the player.		24. **Underwater Disc Boat: Dromae** It moves ahead after drawing an S Shape.

Characters

	25. **Underwater Investigation Boat: Bagos** It blasts off after a short stop. Then it changes its direction.		29. **Life Body: Huma** It draws arcs randomly.
	26. **Heavy Mobile Mechanism: Sneaky** It moves in behind the player.		30. **Flying Boat: Wing Balliber** It moves in behind the player after stopping for a while.
	27. **Underwater Currents** When the player touches it, temporarily he can't operate the direction level or launch missiles.		31. **Investigation Boat: Beacon** It lunges vertically alongside the player.
	28. **Two-legged Hopping Pot: Hopper** It moves by hopping.		32. **Mobile Base: Gaus** It is motionless. However, it falls vertically when the player approaches it.

Characters

	33. **Rock Icicle** If the player shoots it down toward the enemy and hits it successfully, he will gain points.		35. **Underground (underwater) Volcano**
	34. **Multi headed Cannonball** When the player destroys it, it releases black shells.		36. **Gigantic Mechanical Monster Babylon**

Techniques for Ultimate Victory

- When both MagMax's head and wave beam gun are attached, you can successfully destroy the enemy.
- When you destroy the multi-headed gun with a beam, it will shoot black bullets. If you destroy the enemy with these black bullets, you will get bonus points.
- If you shoot rock icicles down with an energy beam and destroy the enemy with the falling rock icicles, you will also get bonus points.
- Watch out for the underground volcano.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV interference problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, stock No. 004-000-00345-4.

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2. Notify the FCI Consumer Service Department of the problem requiring warranty service by calling: Outside New York State (800) 255 1431 or New York State (212) 753 8100. Our Consumer Service Department is in operation from 9:30 A.M. to 5:30 P.M. Eastern Time, Monday through Friday.
3. If the FCI service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packing of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

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This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other unrelated causes to defective materials or workmanship.

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